

**LEAGUE RULES – 2016-17**  
**MONDAY FUN LEAGUE II**  
**SHAMROCK CURLING CLUB**

**1. GENERAL:**

Unless otherwise noted, the Canadian Curling Association Rules of Curling for General Play (herein referred to as 'CCA Rules') will apply to all games played in the League.

**2. TEAM MEMBERS:**

Teams are allowed to have up to 10 official roster players on their team. Teams can be composed of any combination of males and / or females. A game may be played with only three persons.

**3. START OF THE GAME:**

Games are to start promptly at the scheduled time:

- Monday draw time is 8:15pm.

**4. END OF GAME:**

All games are a maximum of six ends.

Ties will be settled by a "warm draw"

- "Warm-draw": Each team will throw one swept rock and the rock that is closer to the button wins. Rocks must be in the house to count. Opposing team rocks cannot be swept: if an opposing team sweeps an opponent's rock then the violating team will automatically lose the tie-breaker.

**5. POSTING RESULTS:**

Draw and result sheets are posted on Leagues Board and in the Leagues Binder. It is the responsibility of the winning Vice-Skip (the "third") to post the results of their game on the draw sheet immediately after the game (in the Leagues Binder). The winning team should be circled. If there is a "warm-draw" tie-breaker then both teams should be circled and a star should be placed next to the winning team. Points toward the League Standings shall be as follows:

|                           |            |
|---------------------------|------------|
| WIN (in regulation play)  | = 3 POINTS |
| WIN (in warm draw)        | = 2 POINTS |
| LOSS (in warm draw)       | = 1 POINT  |
| LOSS (in regulation play) | = 0 POINTS |

**6. SUBSTITUTES**

Any player who is on the official roster for a given team is not considered a substitute for that team. Substitutes can be found on the "Substitutes List" that is circulated by the Shamrock or can be brought in from outside the club. Any team using a substitute illegally will automatically forfeit the game in dispute. Rules for substitutions are as follows:

**a) Regular League Games:**

Teams may use up to three (3) substitution players, provided the following conditions are met:

- i. At least one member from the team's official roster must be curling in the game.
- ii. Substitutes may play any position except skip (see CCA Rules article 6: Skips)
- iii. Substitutes shall not throw last stones in the delivery rotation.

### **b) Club Playoffs:**

Teams may use up to two (2) substitution players, provided the following conditions are met:

- i. At least two members from the team's official roster must be curling in the game.
- ii. Substitutes cannot be on a team that is still competing in this league's playoffs.
- iii. Substitutes must follow the specified delivery rotation:

- One Substitute: Must play Lead position
- Two Substitutes: Must play Lead, and Second position

### **c) Final Team Rosters:**

Final team rosters are due by January 15th, 2017. See item #2 for details in team rosters. Players on this roster are not considered substitutes.

## **7. DEFAULTS:**

Any team unable to attend a scheduled game is expected to inform the opposition and will automatically default that game to the opposing team. If a team fails to notify their opponents in advance then the violating team will lose 2 points in the standings. There will be no "make-up" games allowed.

## **8. TIE BREAKER RULES FOR STANDINGS:**

"Tie-breaker" rules for end-of-game play can be found above at Rule #4.

In the event of a tie between teams in the standings, the following criteria shall be used to determine standings order:

- 1) Head-to-head results between all tied teams (in terms of total points)
- 2) A "warm-draw."

## **9. LEAGUE FORMAT**

Regular Season league play will consist of Round Robin play in which each team will play one another at least once. At the end of the Regular Season teams will be grouped into pools for the League Playoffs.

## **10. LEAGUE PLAYOFFS**

**a) Format:** All teams qualify for the playoffs. On the basis of Regular Season play teams will be grouped into 3 pools (A, B, and C). The top six seeded teams will play in Pool A, the next 6 seeds will play in Pool B, and the final 4 teams will play in Pool C. The Playoffs will consist of Round Robin play between teams within their pool. The team with the most points within their respective pool wins that pool. The winner of Pool A will be the Monday Fun League II Champion. Tie-Breaker rules for games will follow Rule #4 and Tie-Breaker rules for pool standings will follow Rule #8.

**b) Playoff Hammer:** The team with the better seeding position should receive first hammer throughout the playoff schedule (e.g., the team with seeding position #2 should receive first hammer in a game against the team with seeding position #4). It is the responsibility of the team with the better seeding position to institute this playoff hammer rule.

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